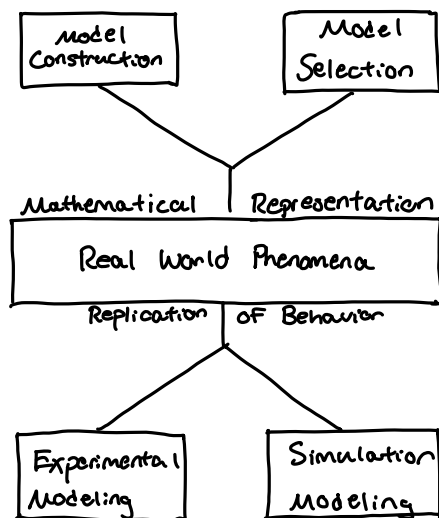


## Quiz 1 Prep

### Syllabus

#### Basic Model Categories:



#### Mathematical Modeling Process:

- (1) - Identify the modeling process.
- (2) - Make assumptions.
  - (a) Identify and classify variables.
  - (b) Determine interrelationships between the variables and submodels.
- (3) - Solve the model.
- (4) - Verify the model.
  - (a) Does it address the problem?
  - (b) Does it make common sense?
  - (c) Test it with real world data.
- (5) - Implement the model.
- (6) - Maintain the model.

#### Ch.1 What is the modeling process?

##### Definition of Modeling:

- Mathematical modeling is the application of mathematics to real world problems.

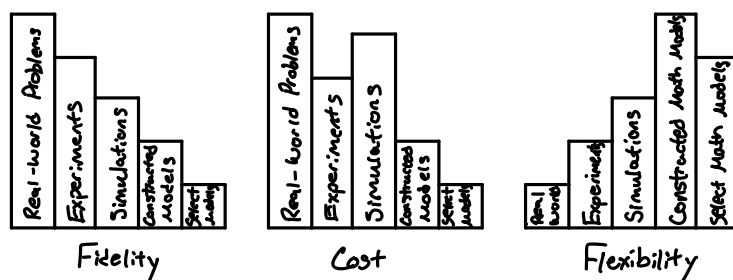
##### The modeling process:

- (1) - State the question to be answered.
- (2) - Select the modeling approach.
- (3) - Define variables and parameters
  - (a) - Variables: Quantities that can change
  - (b) - Parameters: Quantities that are Fixed
- (4) - State the assumptions
- (5) - Formulate the model
- (6) - Solve the model and state the solution
- (7) - Verify the model
- (8) - Refine the model

- Review modeling handouts, including syllabus for Quiz 1.
- Review ch.1, ch.2.1, ch.2.2

#### Comparison of Model Types:

- > Fidelity: Preciseness of representation of reality.
- > Costs: The total cost of the modeling process.
- > Flexibility: The ability to change and control conditions affecting the model as required data are gathered.



#### Report writing checklist:

- Describing
- Specifying
- Listing
- Explaining
- Showing
- Setting out
- Interpreting
- Evaluating
- Dealing with
- Qualifying
- Recommending

#### Real World

observations

Verify

Conclusions

#### Math world

model

Solve

Mathematical Results

make Assumptions

Interpret

#### Definition of a Mathematical Model:

A mathematical model is a mathematical interpretation of assumptions concerning real-world problems.

## Ch. 2 Proportionality and Geometric Similarity

Definition: The variable  $y$  is said to be proportional to the variable  $x$  if there exists a nonzero constant  $c$  (called the constant of proportionality) such that

$$y = cx \quad (2.1)$$

Graphically this looks like a straight line through the origin. We can also say that if  $y \propto x$ , then  $x \propto y$ .